#### TRECVID WORKSHOP 2021

# Multi-label activity recognition in extended videos using objects' spatio-temporal boundaries

"ITI-CERTH participation in ActEV and AVS Tracks of TRECVID 2021"

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#### Problem statement

- Activity recognition and localization in surveillance scenarios
  - O Processes untrimmed surveillance videos
    - Indoor or outdoor environments
    - Human, vehicles or both
  - O Recognizes activity assigning a label
    - Human related
    - Vehicle related
    - Interaction between humans
    - Human-object interaction
  - O Localizes activity's spatio-temporal area
    - Time boundaries (start, end)
    - Spatial location



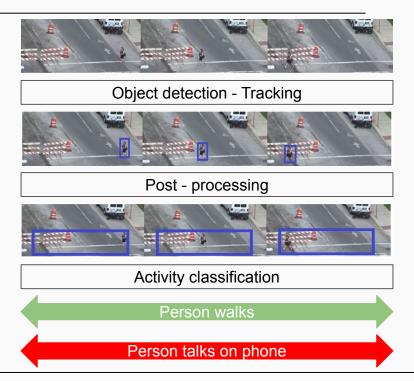
### Surveillance scenarios challenges

- Untrimmed videos' nature
- Camera's large field of view
- Multiple activities simultaneously
- Multiple objects involved within each activity
- Actors performs more than one activity
  - O At the same time
  - O At overlapping time intervals
- Varying lengths of activities

## Proposed approach

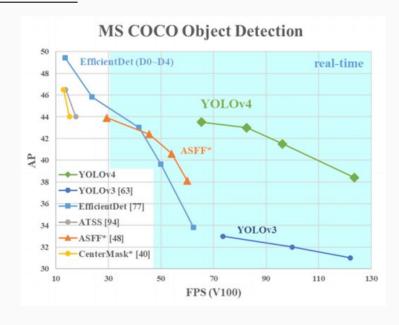
- Three-step pipeline:
  - O **Detect** objects from **RGB video** frames
    - Extract bounding boxes for every object-of-interest (person, vehicles)
    - Track the detections over the time
    - Output spatio-temporal proposals of the detected objects
  - O **Post-processing** the spatio-temporal proposals
    - Generate Extended Activity Bounding Box (EABBox) for every object
    - Construct **final** spatio-temporal activities **proposals**
  - O Classify activities proposals
    - 3D-CNN model (3D-Resnet)
    - Assign labels to each activity proposal

### Pipeline demonstration



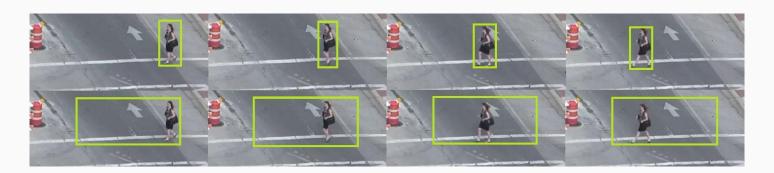
#### Object detection - YOLOv4

- State-of-the-art real-time object detector
- 43.5% AP for MS COCO at 65 FPS (real-time) on Tesla V100
- Pre-trained using MS COCO dataset
  - O Include objects such as "person", "car", "truck"
- Fine-tuning using the VIRAT dataset
  - O 20 epochs
  - O Vehicle and person the target objects
- Detected objects are described by:
  - Bounding box
  - Confidence score
- Object tracker based on Euclidean distance



### Post - processing

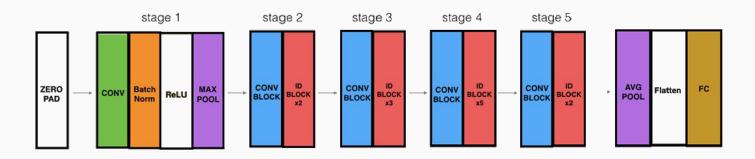
- Extended Activity Bounding Box (EABBox) creation
- The union of the separated bounding boxes of each object
- Benefits:
  - O Minimisation of the cropping effects avoiding a stretched and deform illustration of the objects
  - O Acquisition of useful background information which could be helpful for activity classification



#### Activity classification - 3D-Resnet

- Sample size: (16, 112, 112) (frames, width, height)
- Number of layers: 50
- Loaded weights: Kinetics-400 dataset
- Fine-tune using the VIRAT dataset

- Total epochs: 350
- Multi-label classification
- Weighted binary cross-entropy loss
- 35 target activities



#### Soft - Non maximum suppression

- Refines the classified activities proposals
- Improved version of the NMS algorithm
- Decays the detection scores of all objects as a continuous function of their overlap with other neighboring objects
- No object is eliminated in contrast with NMS
- Same computational complexity with NMS
- Implementation simplicity

## Submitted systems

- M4D\_2021-baseline:
  - O Fine-tuned YOLOv4
  - O Tracking with Euclidean distance
  - Post-processing
  - O 3D-Resnet
- M4D\_2021-M4D\_2021\_S1:
  - O Fine-tuned YOLOv4
  - O Tracking with Euclidean distance
  - O Post-processing
  - O 3D-Resnet
  - Soft-NMS

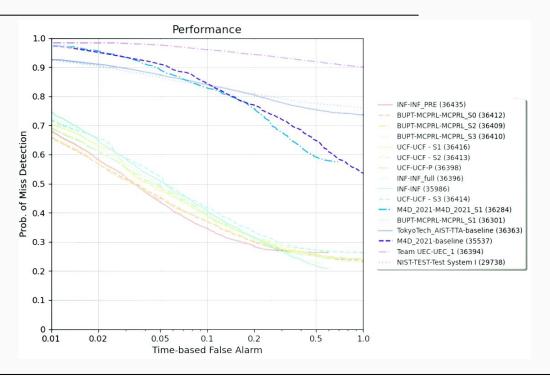
#### **Evaluation results**

System Name	*PARTIAL AUDC	MEAN-P MISS@0.15TFA	MEAN-W_P MISS@ 0.15RFA
M4D_2021-baseline	0.85484	0.79732	0.87719
M4D_2021-M4D_2021_S1	0.84658	0.79410	0.88521

<sup>\*</sup>PARTIAL AUDC is the primary metric, the lower values the better results

- Slightly improvements in 2nd system
- Soft-NMS algorithm improves the results as it offers the possibility to eliminate duplicate activities which affect negatively the results
- Further improvement are observed for >0.2TFA

### Experimental evaluation



## Thank you

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This work was partially supported by the European Commission under contracts H2020-786731 CONNEXIONS and H2020-833115 PREVISION

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